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--21. A networked system of pay to play video terminals which communicate with a remote central computer for entry of players in a random draw, each video terminal comprising

a series of games displayed on said terminal for selection and play by a user,

said series of games including identification of a limited portion thereof eligible for said random draw,

a payment arrangement for receiving payment and authorizing initiation of a game from a series of games retained in memory,

a registration query allowing registration of a new user or entry of a PIN assigned to a previously registered user for identification of the user with respect to said random draw,

a counting arrangement for maintaining a count for each registered user which count is incremented based on the play of each eligible game associated with the registered user, and

a communication arrangement for communicating with said separate remote computer and providing thereto the counts of the different registered users for entry in the random draw based each count providing an opportunity to win, wherein the eligible games for the random drawn can vary between networked terminals.--

--22. A networked system as claimed in claim 21 wherein said registration query when completed causes said video terminal to complete a communication with said remote computer to record the registration with the remote computer and have a PIN assigned and communicated to said game apparatus.--

--23. A networked system as claimed in claim 21 wherein said remote computer and said game apparatus communicate in a predetermined manner and said game apparatus provides new registrations to said remote computer on a batch basis.--

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--24. A networked system as claimed in claim 21 wherein said remote computer from time to time provides each terminal with a number of PINs and each terminal assigns one of said PINs to each new registration to uniquely identify the registration by said assigned PIN.--

--25. A networked system as claimed in claim 24 wherein each terminal maintains in non volatile memory said registrations and assigned PINs until this information is reported to said remote computer.--

--26. A networked system as claimed in claim 21 wherein at least some of said games are operated in a tournament mode and a ranking is provided of at least several leading registered users and their particular best game results received from all terminals.--

--27. A video game terminal as claimed in claim 21 wherein each terminal includes user activated means for displaying the rules of the random draw contest on a touch screen of the terminal.--

--28. A networked system as claimed in claim 21 wherein certain of said series of games are available for purchase by a user and payment is made using said payment arrangement and delivery information is provided by the user using said touch screen to enter sufficient information to allow delivery of said game, and wherein said terminal provides said game purchase and delivery information to said remote computer for delivery of said game to said e-mail address.

--29. A networked system as claimed in claim 21 wherein revenue collected by each game terminal is divided between an onsite operator and a terminal provider, said terminal

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maintaining an electronic count of revenue collected and communicating said electronic count to said remote computer using a communication arrangement and said onsite operator is debited for the portion of the collected revenue due to terminal provider for the benefit of the terminal provider and said operator removes and receives the benefit of the revenue collected by said video game terminal.--

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